


DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style, Responses, 1/2 Level, Reopening)
Style: 1-level may be light or 4-card suit; 2-level = good suit or HCP
Responses: new suit=F1; CUE=limit raise+; jump raise=PRE; jump in other suit=shortness+fit
Reopening: with shape or values
1NT OVERCALL (2nd /4th Live; Responses, Reopening)
2nd position: 15-18 HCP
Responses: As over opening 14-16 1NT; LEB-SLOW; Runouts after (1X)-1NT-(DBL)
4th position Live: 15-18 HCP
Balancing: 11-14 HCP NVUL; 12-15 VUL; 2NT=19-20 HCP
Responses: Same as above
JUMP OVERCALLS (Style, Responses, Unusual NT)
Style: over 1-level, PRE over 2-level, STR, possibly 2-suited [5]
Responses: new suit F1; 2NT ASKS rate your hand
Unusual notrump: PH 1NT=4-4(+) unbid suits; 4-9 HCP; 2NT in direct=5-5(+) lower suits, HCP as per vulnerability [5] 2NT in balancing=18-19 HCP
Reopening: jump=12-16 HCP, 6+suit
DIRECT & JUMP CUE BIDS (Style, Resp., Reopening)
Style: (1m)-2m=5-5(+)MM, HCP as per vulnerability [5] (1M)-2M=OM+m, 5-5(+), HCP as per vulnerability [5] UNCUE between 2 bidders; Jump Cue ASKS bid 3NT with stopper
Responses: 2NT asks which m after (1M)-2M [5]
Reopening: As above
VS. NT (vs. Strong / Weak; Reopening; PH)
Strong & Weak: 2♣=4-4(+)♥+m; 2♦=4-4(+)♠+ OTHER [5] direct DBL=strength+; 2NT= 6(+) m, 10-14 HCP
Reopening: Same for 2♣, 2♦, 2NT; reopening DBL = 11+ HCP
Passed Hand: Same for 2♣, 2♦, 2NT
VS. PREEMPTS (Doubles, Cue-bids, Jumps, NT bids)
DBL=T/O thru 4♠
Over WK 2: LEB (both positions), slower is weaker 2NT=15-18 HCP Cue= ASKS bid 3NT with stopper; Leaping Michaels[5]
VS. ARTIFICIAL STRONG OPENINGS
vs strong 1♣ or 2♣: DBL=♣+♠ or ♦+♥ 4-4(+); 1♦=♣+♦ or ♠+♥ 4-4(+); 1NT=♣+♥ or ♠+♦ 4-4(+) [5]
vs strong (1♣)-P-(1♦): DBL=♣+♠ or ♦+♥ 4-4(+) 1♥=♣+♦ or ♠+♥ 4-4(+); 1NT=♣+♥ or ♠+♦ 4-4(+)
OVER OPPONENTS' TAKE OUT DOUBLE
1M-(DBL)-2M=weak raise; 1NT=CONST raise
1M-(DBL)-2NT=10+HCP with 4+fit
1♦-(DBL)- 2M=Weak, 6+ suit; 2NT=NAT, 10-12; 3m=minors
1♥-(DBL)-2♠,3♣,3♦=SPL; 3♠,4♠,4♦=Void
1♠-(DBL)- 3♣,3♦,3♥=SPL; 4♠,4♦,4♥=Void

LEADS AND SIGNALS			
OPENING LEADS AND SIGNALS			
	Lead	In Partners' suit	
Suit	4th; xxS, Sx	4th; xxS; but Sxx if raised	
NT	4th; Sxx; Sx	4th; Sxx; Sx	
Subseq	Attitude	Low from original 4	
Other:		High from original 3	
LEADS			
Lead	vs. Suit	vs. NT	
Ace	AK; AKx(+) below 4-level	AKJ10(+) asks UB or CT	
King	AKx(+) (asks CT 4-level+); KQx(+)	AKx(+); AKJ(+)	
Queen	QJ; QJx(+)	QJx(+); KQx(+); AQJ(x)	
Jack	J10; J10x(+)	J10; J10x(+)	
10	10x; 109(+); KJ10(+); AJ10(+)	10x; 109(+); KJ10(+); AJ10(+)	
9	9x; K109(+); Q109(+); A109(+)	9x; K109(+); Q109(+); A109(+)	
Hi-x	Sx (Sxx if raised partner's suit)	Sx; Sxx	
Lo-x	xxS; HxS; HxxS(+); xxxS(+)	HxS; HxxS(+); xxxS(+)	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
Suit: 1 ST	Hi=DISC	Hi=ODD	ODD=ENC
2 ND	Hi=ODD		LOW=ENC
3 RD			
NT: 1 ST	Hi=DISC	Hi=ODD	ODD=ENC
2 ND	Hi=ODD		LOW=ENC
3 RD			
Attitude: Hi=DISC; Count: Hi=ODD; U/D Remainder Count			
From 5(+) suit known, Middle=ENC; Hi & Low=Suit Preference			
First Discard: ODD=ENC; EVEN=Suit Preference			
vs NT: on Declarer's Lead Hi=DISC for opening lead			
Hi/Lo in trumps = ruff possible			
DOUBLES			
TAKEOUT DOUBLES (Style, Responses, Reopening)			
Style: may be light with classic shape			
Responses: Cuebid response FG			
Reopening: T/O			
SPECIAL, ARTIFICIAL AND COMPETITIVE DOUBLES			
Support DBL and RDBL thru 2♠			
NEG DBL thru 3♠; RESP DBLE thru 3♠			
1♦-(1♥)-DBL = NEG, both mm, usually 4-4; 1♦-(1♥)-1♠ = 4+♠			
1M-(P)-1NT-(2m/M)-DBL = T/O			
DBL is a G/T if no other G/T available			
Against NT if both partners bid, DBL=lead your own suit			
Against 1NT-3NT, DBL=lead ♥			
After partner overcalls and next hand bids 1NT, DBL = T/O			

WBFC Convention Card	
Category: Blue	
NBO (Country): Canada	
Event: EBL Online Seniors Championship	
Players: Judith GARTAGANIS Nicholas GARTAGANIS	
SYSTEM SUMMARY	
GENERAL APPROACH AND STYLE:	
Strong 1♣ 16+ HCP	
5-card Majors (♥ may be 4); 1NT resp: F1 (6-13)/1M	
Variable NT by position	
Weak 2♥, 2♠ openings	
1♦ (11-16 HCP) may be void in ♦s, may have 5+♣ [2]	
Limit raises over 1M	
1NT opening: 11-13 HCP 1st/2nd; 14-16 HCP 3rd/4th	
2 over 1 Response: FG except if same suit rebid by responder	
SPECIAL BIDS THAT MAY REQUIRE DEFENCE	
Openings:	
1♣ STR ART 16+ HCP [1]	
1♦ 11-16 HCP; may be void in ♦s, may have 5+♣ [2]	
2♣ 11-16 HCP UNBAL; 6+♣ or 5♣+4M; 2 of top 3 or A/KJ10 [3]	
2♦ 11-16 HCP UNBAL; 4-5, 5-4, 5-5 (+) mm; no 4M [4]	
3NT any SOL [7]	
Other Bids:	
Fit-showing SPL/1M & in COMP, Jump Raise = PRE in COMP	
(1m/M) – 2NT = 2 lower unbid suits [5]	
SUPP DBL & RDBL thru 2♠	
LEB-SLOW (also after 1NT in COMP)	
After NT in COMP: transfers begin at 3♣ and higher [6]	
SPECIAL FORCING PASS SEQUENCES	
We have forced to game	
In most situations when we bid game VUL vs NVUL in COMP	
In most situations when we bid game at EQUAL	
After 1♣ and a positive response	
After 1♣ if opponents interfere at the 5-level or higher	
IMPORTANT NOTES THAT DO NOT FIT ELSEWHERE	
4th Suit = ART FG by unPH	
1♦-2M = WJS (3-7 HCP, usually 6+ M)	
1♦-3♣ = 5-8 HCP, 4-5, 5-4, 5-5(+) mm (also in COMP)	
1♦-3♦ = 9-11 HCP, 4-5, 5-4, 5-5(+) mm (also in COMP)	
1♦-(1M)-2♦ = 9+ HCP with 5+♦	
Runouts After: 1NT-(DBL); (1m/M)-1NT-(DBL); 1NT-(P)-P-(DBL); (2m/M)-2NT-(DBL)	
Psychics: Rare – e.g. 1NT overcall after partner passes	

Opening	Artificial	Min	Neg. DBL	Description	Responses	Subsequent Auction	Competitive/Passed Hand Bidding
1♣	ART	0	N/A	17+HCP BAL 16+HCP any distribution	1♦=0-7 HCP; 1M=8+HCP, 5+M; 1NT=8-13 HCP 2m=8+HCP, 5+m; 2NT=14+HCP; 2M/3m=8+HCP 4-4-4-1 bid below singleton [1]	Over positive response: new suits ask about controls & fit; 1NT asks controls Over 1♦ response: 2♣ = ART GF, asks controls, new suit = NF, jump = F1 [1]	[1]
1♦	ART	0	3♠	11-16 HCP; may be void in ♦s; may have 5+♣ [2]	2m=9+HCP F1, 3♣=5-8 HCP 4-5, 5-4, 5-5(+) in mm, 3♦=9-11 HCP 4-5, 5-4, 5-5(+) in mm, 1NT= 6-9 HCP, 2M=NAT 3-7 HCP; 2NT=10-12 HCP; 3NT=13-15 HCP	1♦ (1st/2nd position)-1M-1NT= 14-16 HCP; 1♦-1M-2♣=5+♣; 4SFG 1♦-1M-2M=4 trumps; 2-way New Minor	1♦-(1M)-2♦=9+ HCP 1♦-(1♥)-DBL=4-4 in mm
1♥		4	3♠	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♥; 2/1=F1; 2♠,3m=SPL	1♥-2♥- S/S G/T & L/S GT; 4SFG	2♣=9+HCP + fit; 2♥ rebid shows MIN
1♠		5	3♥	11-15 HCP; may be light if shapely	1NT=F1; 2NT=FG with 4+♠; 2/1=F1; 3m,3♥=SPL	1♠-2♠- S/S G/T & L/S GT; 4SFG	2♣=9+HCP+fit; 2♠ rebid shows MIN
1NT			3♠	(1/2 pos) 11-13 HCP; 5M or 6m possible; 5-4-2-2 possible	2♣=NF STAY; 2♦=FG STAY; 2M=5+M; 2NT=choose m; 3m, 3M=PRE	1NT-2M-3M=4+, not MIN	NEG DBL, TRF
				(3/4 pos) 14-16 HCP; 5M or 6m possible; 5-4-2-2 possible	STAY; TRF to M; 2♠=mSTAY; 2NT=transfer to 3♣ (to play in 3♣ or 3♦); 3♣=WK 5-5(+) both mm; 3♦=STR 5-5(+) both mm; 3♥/♠=3-card fragment with (5-4) in mm	1NT-TRF-jump=MAX+fit; 1NT-2♣-2♦-3M=4M+5OM, FG	NEG DBL, TRF
2♣		5	3♠	11-16 HCP; UNBAL; 6+♣ or 5♣ + 4M; ♣= 2 of top 3 or AJ10/KJ10 [3]	2♦ ASKS; 2M=NAT+F1; 2NT=9-11 HCP+fit; 3♣=WK raise; 3X=SPL; 2♣-(→3♠)-DBL=NEG	2♣-2♦-2M/3♦=NAT, 3♣=MIN, 2NT=MAX	[3]
2♦		4		11-16 HCP; UNBAL; 4-5, 5-4, 5-5 (+) both minors; no 4M [4]	new suit F1; 2NT asks for description [4]; 3♣= to play; 2♦-(any bid)-DBL=PEN	2♦-2M-2NT (11-13 HCP 1M-5-4 or 1M-4-5), 3NT same with 14-16 HCP; 3♣=5-5+mm; 2♦-2NT-[4]	
2♥		6		5-10 HCP, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♥-2NT-3m=MIN with poor suit, 3♥=MIN with AQ or KQ, 3♠/NT=MAX	
2♠		6		5-10 HCP, may be good 5	new suit F1; 2NT asks to rate hand; new suit jump ART	2♠-2NT-3m=MIN with poor suit, 3♥/NT=MAX; 3♠=MIN with AQ or KQ	
2NT				20-21 BAL; 5M or 6m possible	3♣=STAY; TRF; 3♠=mSTAY	2NT-TRF-3M=3+suit, jump with MAX	
3♣		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♦		6		5-10 HCP	new suit F1, NAT; jump bid ART	raise new suit with xxx or Hx	
3♥		7		5-10 HCP; may be 6 in 3rd	new suit ART	new suit ASKS key cards if suit control	
3♠		7		5-10 HCP; may be 6 in 3rd	new suit ART	new suit ASKS key cards if suit control	
3NT	ART			9-10 HCP with SOL m (7+) or M (7)	4♣/4♥/4♠=pass or correct; 4♦ ASKS for distribution; 4NT ASKS for length	3NT-4♦-4M=1M, 4NT=7-2-2-2, 5m=1om	
4♣		8		5-10 HCP; may be 7 in 3rd	4♦ NAT F1; 4M=NAT to play		
4♦		8		5-10 HCP; may be 7 in 3rd	4M/5♣=NAT to play		
4♥		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♥ ASKS trumps		
4♠		7		Usually true PRE in 1st/2nd	New suit NAT and to play; 5♠ ASKS trumps		
4NT	ART			Ace-asking		HIGH LEVEL BIDDING	
5♣		8		5-10 HCP; may be 7 in 3rd		Keycard Blackwood	
5♦		8		5-10 HCP; may be 7 in 3rd		- 5♣=1/4; 5♦=0/3, 5♥=2 (no Q), 5♠=2 (with Q), 5NT=any void, 1/4 KC, 6♣=any void, 0/3 KC, etc.	
5♥		8		5-15 HCP	bid 6♥ with A or K of ♥	- 4NT- (interference →5♥) - DBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.	
5♠		8		5-15 HCP	bid 6♠ with A or K of ♠	- 4NT- (DBL) - RDBL=1/4 keycards, PASS=0/3 keycards, next step=2 keycards (no Q), etc.	
5NT						- 4NT- (interference 5♠+) - DBL=0,2,4 keycards, PASS=1,3,5 keycards	
						- If response to 4NT says nothing about Q of trumps, next step asks (if not trumps)	
						Special Keycard Blackwood (If responder known to be weak i.e. WK 2; any 3-level or 4m Preempt)	
						- 5♣=0 KC, 5♦=1 KC (no Q), 5♥=1 KC (with Q), 5♠=2 KC (no Q), 5NT=2 KC (with Q)	
						Exclusion Keycard Blackwood; Minor Suit Keycard Blackwood; Ace-asking Gerber	